

ALBERTO BRAGA

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Game Director & Designer

contact@albertobraga.com

www.AlbertoBraga.com

SKILL SET

- ❖ Over a decade of professional experience as a Game Designer
- ❖ Highly capable Game Programmer in various tools and programming languages
- ❖ Well-versed in designing across diverse game genres and platforms
- ❖ Specialized in Systems Design, with vast Free-to-Play experience
- ❖ Passionate, motivated, with great leadership and communication skills

EXPERIENCE

nWay Inc.

Apr 2023 – present

Game Director – Power Rangers: Legacy Wars

- Responsible for all roadmap, product and LiveOps decisions
- Leading the development team on all game updates and day to day operations

Lead Systems Designer – Wreck League

- Designed and updated systems for the Web 3 multiplatform real-time PvP game Wreck League
- Worked closely with the product team to plan and design updates that take into consideration all the nuances of tokenomics, NFT based systems and the Web 3 market

Rogue Harbour Game Studio

Nov 2021 – Mar 2023

Studio's Lead Designer – Airport BillionAir and Disaster Town Tycoon

- Led a small design team working across multiple games
- Responsible for economy and progression tuning
- Worked on both systems and monetization design

Kabam Games

Mar 2017 – Nov 2021

Lead Designer – Marvel Realm of Champions

- Led a design team of 15+ designers
- Worked on the project from early concept to completion
- Designed the foundation of several major game systems
- Responsible for roadmapping, vision holding and feature approval during various stages of development
- Mentored and managed the career development of multiple designers

Game Systems Designer – Marvel Contest of Champions

- Worked as a feature owner: responsible for designing medium and large-sized features from concept to release, as well as their follow-up updates
- Responsible for driving the development of features: leading the development effort, establishing vision, maintaining alignment and championing the feature
- Developed solutions to improve the game's FTUE and social features

Kemojo Studios

Sep 2014 – Jun 2016

Lead Game Designer – Undead City Run

- Led the game team, being responsible for task creation and inter departmental communication
- Designed and championed game features from concept to release

- Balanced the entire game, from characters and challenges to in-game economy and in-app purchases
- Responsible for level design, building and populating all tracks

Game Designer – Sky Punks

- Worked closely with the development team to create new features and improve on existing ones
- Balanced the entire game, from characters and challenges to in-game economy and in-app purchases
- Responsible for level design, building and populating all tracks

Bigpoint

Jan 2012 – Aug 2014

Lead Game Designer – Unreleased Project

- Developed the concept for a new game IP and carried the vision through creative concepting, pre-production and production phases
- Designed various game systems and the Free-to-Play monetization strategy for the game
- Created and updated documentation
- Mentored and delivered performance feedback to Intermediate and Junior Game Designers

Game Designer – Zoomumba and Skyrana

- Analyzed metrics and community feedback to determine the next updates and improvements for the game
- Designed and balanced new features and events
- Created and updated documentation
- Mentored Junior and Intern Game Designers

Kemojo Studios

Aug 2011 – Oct 2011

Technical Designer – Skypirates of Neo Terra

- Worked as a programmer in Skypirates of Neo Terra's racing game
- Prototyped game mechanics for new games of the Skypirates IP

Independent / Freelance

Jul 2008 – Oct 2011

Game Designer and Programmer – Several Projects

- Designed and programmed 20+ published web games
- Worked with multiple publishers and outsourced artists

Alfamidia

Apr 2007 – Jun 2009

Flash and ActionScript Instructor

- Taught Flash, ActionScript and C# courses
- Developed additional material for courses, focused on game development

Brainware Co.

Jul 2006 – Sep 2007

Game Programmer

- Programmed the gameplay of several Advergames for large companies in Brazil
- Programmed interactive and animated sections of various websites

EDUCATION

Vancouver Film School – Canada

July 2011

Game Design Diploma, with Honours

Universidade do Vale do Rio dos Sinos – Brazil

July 2009

Digital Games Programming Degree, won “Outstanding Student Award”